8BitMods

MemCard PRO

User Manual

for PlayStation 1

Requires a microSD card

FPGA Technology Inside

WiFi and Connected Features

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MemCard PRO (MCP002)

Introduction

The **MemCard PRO** is a is a modern reimplementation of the original Memory Cards for the **PlayStation 1** and **PlayStation 2** consoles.

By utilising a powerful **dual-core 240MHz** microcontroller, it is able to provide mass storage through a microSD card to the Memory Card slot of your console. This allows the card to create an extraordinary amount of Virtual Memory Cards (VMCs) for your games.

On top of that, it is able to connect to your local wireless network, and provide more features through an intuitive Web User Interface (WebUI).

Finally, it implements a proprietary set of commands that allows other devices and peripherals, like optical drive emulators or home-brew software, to communicate with the card, for automated card switching and game detection.

With the MemCard PRO you can forget about stacks of Memory Cards, and running out of storage space at the most crucial moment of your gaming experience.

Features & Supported Consoles

The **MemCard PRO** is truly the last Memory Card you'll ever need for your PlayStation devices. Below, you can find a non-exhaustive list of features and consoles supported.

Features

- Save and load games from either a **PlayStation 1** or **PlayStation 2** console
- Supports up to **8MB**, **16MB**, **32MB**, **64MB** or **128MB** Virtual Memory Cards
- Supports microSD cards of up to **2TB**
- **WiFi Connectivity** lets you manage your Virtual Memory Cards and device settings through your phone, tablet or computer
- **GameID Functionality** automatically detects the game you launch and creates a dedicated set of up to **8**(bitmods ☺) Virtual Memory Cards. This functionality works out of the box on PlayStation 2 consoles and supports original **PlayStation 1** and **PlayStation 2** discs. For GameID on PlayStation 1 and PsOne consoles, an **ODE** or **UniROM** is required.
- It detects **PlayStation 1** Games on **PlayStation 2** or when it is plugged into a **PlayStation 1** or **PsOne** console and switches mode **automatically**.
- Manual and automatic **Cloud Backups** (Google Drive supported, more providers will be added in future updates) for both **PlayStation 1** and **PlayStation 2** saves.
- **FTP Server** allows you to remotely browse and edit the files on your microSD card.
- **Custom Names** for Virtual Memory Cards, manageable through the WebUI
- **Virtual Memory Card Templates** allows the **MemCard PRO** to use another virtual memory card as a template when generating a new virtual memory card.
- **Boot on Mode** allows you to set the **MemCard PRO** to always boot in either PS1 or PS2 mode
- **Boot Card** allows you to set a specific Virtual Memory Card to always load when cold-booting the device
- **128x32 High Quality OLED Monochrome Display** that shows the state of the card, loaded game and channel along with other important information (can be set to automatically turn off or dim when inactive)
- Can be used to launch **FMCB**** on PlayStation 2 consoles
- Supports the **OPL MMCE** driver that allows the **MemCard PRO** to act as a storage medium for your backups.
- Can be used as a **PlayStation 1 Net Yaroze Dongle**
- **FCC, CE and Safety Certified.**
- **3 Years of Global Warranty from the time of Purchase through our great after sales support.**

Supported Consoles

- All **PlayStation 1** models
- All **PsOne** models
- **PlayStation 2 FAT Models**
- **PlayStation 2 Slim Models**
- **PSX (PlayStation 2 DVR)**
- **PlayStation 2 DevKits (DTL-H or DTL-T)**
- **PlayStation 2 Arcade (COH-H, Konami and Namco Systems)**
- **PlayStation 2 Prototype (EB)**

Comparison between MemCard PRO (MCP002) and MemCard PRO2

While the latest firmware of the MemCard PRO (MCP002) brings most of the features of the MemCard PRO2 to the MemCard PRO, we still suggest using a MemCard PRO2 if your primary use is the PlayStation 2. Below, you'll find a list of differences between the MemCard PRO (MCP002) and the MemCard PRO2:

- The MemCard PRO does not have a USB port, which means you cannot use it in Mass Storage mode, or PS3 Adapter Mode. It is also not compatible with the original Sony PlayStation 3 Memory Card Adapter.
- PlayStation 2 support is experimental, and **REQUIRES** the use of a fast A1+ microSD card.
- ****FMCB** support is limited. While it may work fine with some console model and microSD card combinations, it is very likely that it will not be able to launch FMCB when cold-booting. It will work though with a soft reset of the PlayStation 2
- Due to the limited size of internal RAM, PlayStation 2 support is only achieved through "DirectSD" mode. This means that the MemCard PRO is utilising a small memory buffer while reading and writing mostly directly to the sd card. This can lead to corruption is the microSD card is not performant enough. The MemCard PRO2 can cache a whole 8MB card in its RAM, so it can work much better and more safely.
- Due to the fact that DirectSD mode is required on the MemCard PRO, cloud backups for PlayStation 2 VMCs are only manual. This means that you need to manually press a button on the device to initiate the backup process.
- All in all, **we strongly suggest using a MemCard PRO2** if your primary use is on a PlayStation 2 console. The current firmware for the MemCard PRO (MCP002) is likely the most we can get out of the device, while the MemCard PRO2 will be further improved with more updates.

First Time Setup

The **MemCard PRO** requires a properly formatted microSD card (not included) in order to work. Any microSD card rated **Class 4** and above will work for basic functionality, of any size up to 2TB. Each gigabyte of storage space amounts to approximately 8,000 PlayStation 1 or 128 8MB PlayStation 2 **virtual memory cards (VMCs).**

For advanced functionality like PS2 Virtual Memory Cards, or for use with the **OPL MMCE** protocol, a fast **Class 10 A1+ rated** microSD card is **required**. Lower performance cards may impact your experience with these features.

To prepare your microSD card, you will need any computer and a microSD card reader (or a full size card reader with a microSD to SD card adapter.

Download the official "SD Card Formatter" software from the SD Card Association website.

Run the formatter and select your SD card. Select **"Quick Format"** and give it a **"Volume Label"** if you'd like. Press the **"Format"** button

You will also need the **MemCard PRO Latest Firmware** files and operating system. You can download the files from our firmware update page.

The **MemCard PRO** comes with the latest firmware installed **and the on the first time setup you may see a message that the update FAILED. THIS IS NORMAL! The device will restart on its own and continue normal operation! The failed message comes up because you're already on the latest firmware version!**

Once you have downloaded your file, extract its contents to the newly formatted microSD card. You should have two new items in the root folder of your card:

- **mcp.bin (file)**
- **os (folder)**

Safely-eject your microSD card from your computer and plug it into the microSD card slot of your **MemCard PRO**.

You can plug the **MemCard PRO** in to either slot of your PlayStation, PSOne or PlayStation 2 console.

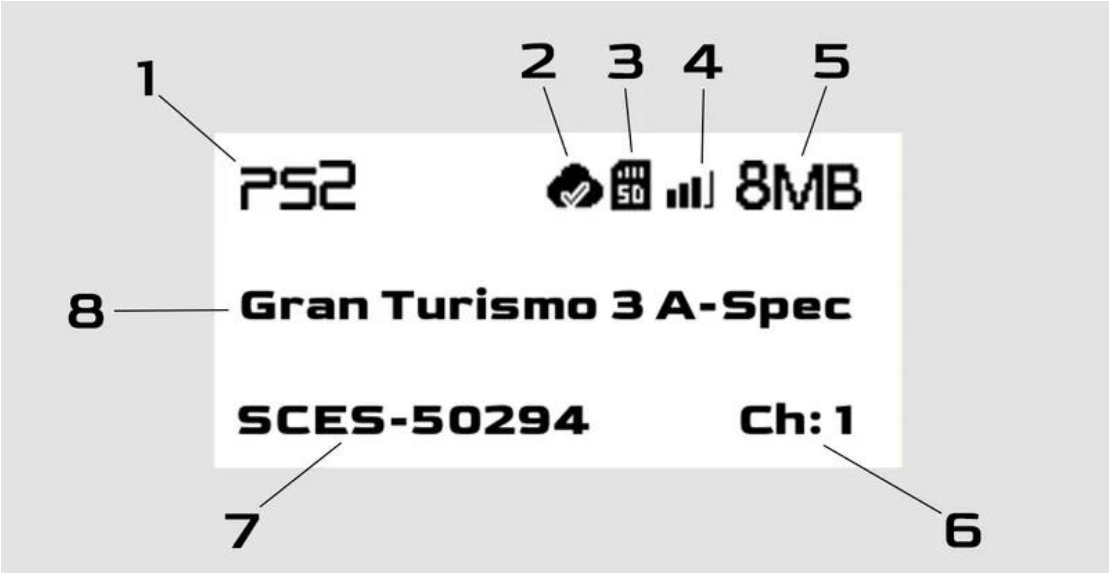
Basic Usage

First Time, Step by Step

1. Plug your card in to Slot 1 or Slot 2 of your **PlayStation 1** or **PlayStation 2** console.
2. Power up your console. The "**MemCard PRO**" logo will appear on the OLED display.
3. The **MemCard PRO** will then load a **VMC** and display its name on the display. The first time you power up the card, "**MemoryCard1**" will be created on your storage device, and it will be loaded and displayed on the **MemCard PRO** OLED display (see fig. 1). Depending on the system you plugged the card into, either "**PS1**" or "**PS2**" will be shown on the display.
4. As soon as your game launches, it will detect the Memory Card. In-game usage is the same as any normal Memory Card, which means you can save and load games as you'd normally do. If you launched a game on your **PlayStation 2** console, the game's ID and name will be displayed on the OLED display and a unique dedicated virtual memory card will be created for that game.
5. Each **Virtual Memory Card (VMC)** provides up to **8 channels** of extra virtual cards. You can think of each channel as an extra whole memory card that you can use in your games. Each channel will provide storage for the preconfigured size and depending on the console this may be **128K (PlayStation 1)** or **8 / 16 / 32 / 64 / 128 MB (PlayStation 2)**
6. You can switch channels using the buttons on the device, or through the WebUI. Most games support memory card hot- swapping, and the **MemCard PRO** simulates the hot-swapping action every time you change a Channel or VMC.
7. To go to the next channel, you can press the right physical button on the **MemCard PRO**, or the "next" button through the WebUI
8. To go to the previous channel, you can press the left physical button on the **MemCard PRO** or the "previous" button through the WebUI.
9. In order to cycle through the available **Virtual Memory Cards**, press and hold the right physical button on the device. The next VMC will be loaded.

The Display Explained

The OLED display of the **MemCard PRO** has a column of status icons that depict the current status and activity. These are:



1. **Console Activity:** This icon shows the active console mode. When it animates data is being exhanged with the system
2. **WiFi Status Icon:** This icon shows the current state of the WiFi Radio on the **MemCard PRO.** When an icon with an X is shown, the **WiFi** Radio is OFF. When an icon with a **dot with waves either side** is shown, the **MemCard PRO** is in **Access Point (Setup) Mode.** When bars are shown, the WiFi is connected and the number of solid bars show how strong the connection is.
3. **Currently Selected Channel:** This shows the Channel currently selected. Each channel represents a full memory card and is assigned to the main name (either detected via GameID or a Generic Virtual Memory Card). Channels are from 1-8.
4. **GameID Display:** Shows the current **GameID** of the mounted Virtual Memory Card. This maps to the **directory name** on your microSD card. For Generic VMCs this will be "**MemoryCardx" with x being a sequential number.**
5. **Name Display:** This is a scrolling marquee that shows either:
    1. The detected game name through the **GameID database,**
    2. The Custom Assigned name through the **WebUI**
    3. The Generic VMC name if no name has been assigned

Advanced Usage

Introduction

While the basic functionality would normally be enough for anyone to forget about having to use a Memory Card to save their game progress in PlayStation 1 and PlayStation 2 consoles, the MemCard PRO gets really exciting when you start taking advantage of all the advanced features it has to offer.

These features are presented below, along with instructions on how to use them.

Automatic Game Detection (GameID)

The MemCard PRO supports various ways of detecting the unique disc identifier of the game you've launched, and the method depends on the console you are using it on, and how you launch your games.

- **PlayStation 1:** In order to use GameID detection on PlayStation 1 and PsOne consoles, you will need to use either specialised software that can send the ID to the Memory Card, or an Optical Drive Emulator (ODE). ODEs supported are the **"XStation", "MODE" and "PSIO"**. Alternatively, you can use the software "**FreePSXBoot", "UniROM" or "TonyHAX"**. Finally, you can use a modified BIOS chip that will natively send the GameID for whatever game is launched on the Console.
- **PlayStation 2:** On the PlayStation 2 console, the process is more simple. The MemCard PRO supports a method of identifying the launched game by monitoring a system file on the virtual memory card called "history". This means that with no modifications or special software, the MemCard PRO can automatically switch to a dedicated virtual memory card when launching a PS1 or PS2 disc, or when launching games through homebrew solutions like OPL. The MemCard PRO also supports GameID through the MMCE protocol. If you're using the MemCard PRO as a storage device, launching games from OPL will automatically send the GameID to the MemCard PRO.

Using Automatic Game Detection with GameID means that your MemCard PRO will generate a unique set of virtual memory cards for each game you play. This way you can have your saves separate, and you don't need to worry about mounting the correct virtual memory card that contains your saves when launching your favourite games. These virtual memory cards will be identifiable on the microSD card through their unique ID.

If you do not want to use per-game virtual memory cards and prefer to use Generic virtual memory cards that you can manage yourself, this feature can be turned off in the WebUI Settings Page.

Automatic GameID detection on the PlayStation 2 is only available when the MemCard PRO is in "PS2" mode. If you launch a game while still in "PS1" mode displayed on the OLED screen, the MemCard PRO will not be able to identify the current game.

Cloud Backups

The MemCard PRO is the only Memory Card for the PlayStation 1 and PlayStation 2 that allows you to automatically back up your virtual memory cards to your favourite cloud service provider through its WiFi connectivity.

At the time being, only **Google Drive** is supported as a cloud service provider. More providers will be added with future updates.

Set up (Google Drive)

To Setup Cloud backups for the first time, please follow the instructions below.

1. Power up your console with the MemCard PRO plugged in
2. On the MemCard PRO, press and hold the left button until a message shows up. Release the button. This will bring up the Main Menu.
3. By clicking the left button to change the highlighted entry, move the cursor > to the "Cloud" option
4. Click the right button on the device to select it and enter the "Cloud Sync" submenu.
5. Make sure the cursor points to "Sync VMC now" and click the right button. The cloud sync setup will start
6. After a few seconds, you will be greeted with a message with a URL and a uniquely generated code.
7. On your phone, tablet or computer, launch your web browser and navigate to https://google.com/device
8. Once the page loads, enter the code exactly as it is shown on the MemCard PRO OLED display (including dashes if there are any) and click "Continue"
9. Google Drive will ask you to log in with your Google account. If you don't have one, you can create one for free by following the instructions on your browser.
10. You will be presented with a page to verify that you want the MemCard PRO to access your google drive. The MemCard PRO will only access files and folders it creates. **It does need or request to have access** to your entire Google Drive files. The required permissions will be listed on that page. If you see anything suspicious, cancel the request **immediately** and contact us to let us know.
11. If everything is ok, click the "Continue" button.
12. The setup is now complete. The MemCard PRO will return to the main screen and start uploading your first virtual memory card!

Automatic Backups

Once you have finished setting up Cloud Backups on Google Drive, you can now enable automatic backups! Automatic backups work by monitoring your virtual memory cards and automatically uploading a new version to the cloud provider whenever new data is saved to them.

The data that is backed-up to the cloud is the whole virtual memory card and not individual saves. However, an automatic upload will happen even when you save a single game in a virtual memory card.

Automatic cloud backup is only compatible with PlayStation 1 Virtual Memory Cards. **PlayStation 2 virtual memory cards will not be automatically uploaded, and you will need to manually upload them through the device Main Menu.**

To enable automatic backups, you can either enable the option in the WebUI Settings page, or follow the instructions below:

1. Power up your console with the MemCard PRO plugged in
2. On the MemCard PRO, press and hold the left button until a message shows up. Release the button. This will bring up the Main Menu.
3. By clicking the left button to change the highlighted entry, move the cursor ＞ to the "Cloud" option
4. Click the right button on the device to select it and enter the "Cloud Sync" submenu.
5. Click the left button to move the cursor to "Auto-sync" and click the right button to confirm
6. You will enter a new submenu called "Autosync VMCs?"
7. Make sure the cursor is point to the "Enabled" entry and confirm with the right button.
8. Automatic backups will now be enabled.
9. If you want to disable this feature, follow the same instructions above and instead select the "Disabled" option in the "Autosync VMCs" submenu.

FTP Server Feature

The MemCard PRO can run a small FTP server when the WiFi is connected. This feature provides convenience in terms of managing the physical virtual memory card files on your sd card remotely. You can download or upload files directly to the MemCard PRO microSD card wirelessly by using this feature.

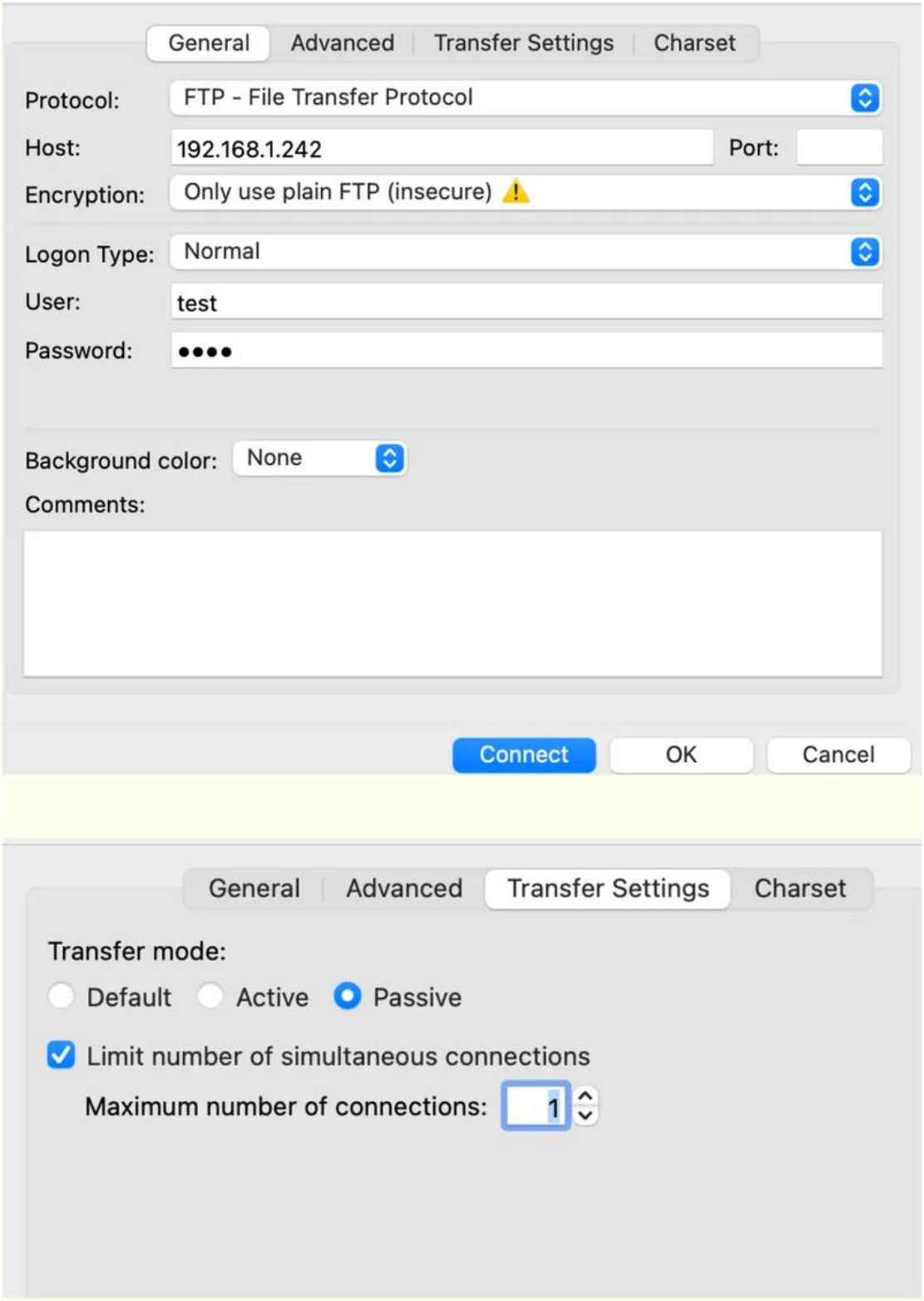
To setup the FTP Server on your MemCard PRO, follow the instructions below:

1. Power up the MemCard PRO and wait for it to be connected to your WiFi network
2. Bring up the WebUI on your favourite web browser
3. Click "Settings"
4. Next to the "FTP Server" setting, enable the toggle
5. Two new fields will come up for a username and password. Enter a username and password combination that you will remember
6. Save the settings and power cycle the MemCard PRO

Once this has been set up and you have power cycled the MemCard PRO, the FTP Server will become available after the MemCard PRO has connected to your WiFi network again.

In order to connect to the MemCard PRO FTP Server, you need to use an FTP client application. We strongly suggest using the free application **FileZilla** which should be available for any operating system. Other clients may or may not work with the MemCard PRO FTP Server.

Example instructions are provided below to setup the FTP Client "FileZilla" to connect to the MemCard PRO.



1. Launch FileZilla and create a new FTP Connection.
2. Under the "General" tab, enter the MemCard PRO assigned IP address to the "Host" field. (Look under the "Wireless Features" section on how to find this information).
3. In the "Encryption" dropdown, select "Only use plain FTP (insecure)".

4. Under "Logon type" select "Normal"
5. Enter the username and password you've assigned to the FTP server in the MemCard PRO WebUI settings in the "User" and Password" fields
6. Click the "Transfer Settings" tab
7. Under "Transfer Mode" select "Passive"
8. Check the checbox "Limit number of simultaneous connections" and set the number to "1"
9. Save your settings and click Connect to connect to the FTP server.
10. If the connection is successful, you will be presented with a split view of your local files and the remote files on the MemCard PRO microSD card.

The MemCard PRO has limited wireless bandwidth and a very simple implementation of an FTP server due to the contstraints of the hardware. It is not possible to use advanced features such as muiltiple connections and / or end to end encryption. Transfer rates may be slow compared to the capacity of your wireless network.

Alternative Boot Modes

In order to enter the Alternative Boot Modes menu, press and hold the right button the MemCard PRO while you are powering on your console. Once the message appears to release the button, do so. You will be presented with the Boot Mode menu.

Factory Reset

This boot mode is used for troubleshooting. Selecting it in the BOOT MODE menu will clear the internally saved settings of your MemCard PRO and restart the device in a state as when you first bought it.

Factory Resetting will clear all settings, including the associated WiFi, FTP Server settings, Cloud Backup Connection and any custom virtual memory card names. It will **NOT** delete any physical data from your microSD card, nor will it delete any saves in your virtual memory cards.

Template Cards

Template cards are a great way to always create new virtual memory cards with specific files already embedded in them. Example use cases could be having "FreePSXBoot" in all new cards so you can easily reset the console without turning off and on again, or by having FMCB for the same reason on a PS2.

In order to set up Template Cards, you need to power up your MemCard PRO and visit the Settings page in the WebUI. Click the "Use Template Cards?" toggle to enable the feature.

You can have a Template Card for each system and each size you use.

For PS1 Template Cards, copy your favourite .mcd file to the following path on your microSD card and rename it to:

- /PS1/Templates/Template_128k.mcd

For PS2 Template Cards, copy your favourite .mc2 file, and depending on its size, rename it to:

- /PS2/Templates/Template_8mb.mc2
- /PS2/Templates/Template_16mb.mc2
- /PS2/Templates/Template_32mb.mc2
- /PS2/Templates/Template_64mb.mc2
- /PS2/Templates/Template_128mb.mc2

Once you've set it up, the next time the MemCard PRO needs to create a new card, it will copy it from the template you have provided instead of creating an empty one.

OPL, FMCB and MMCE

Cold-booting FMCB (i.e. booting into FMCB by simply turning on your console while the MemCard PRO is plugged in may or may not work, depending on a few factors like your console model, microSD card speed etc. The MemCard PRO does not guarantee that FMCB will boot from cold boot. You can boot into FMCB though, by simply resetting your console once after it's been powered on. If this is important to you, then we suggest purchasing a MemCard PRO2 which does support FMCB when cold-booting.

As any PlayStation 2 Memory Card, the MemCard PRO can be used to launch FreeMCBoot (FMCB) and any apps installed on it.

On top of that, the OPL MMCE versions can use the MemCard PRO as a data storage device and access its microSD card directly.

There are various ways to set up FMCB and OPL on the MemCard PRO. The easiest way is to use a ready made vmc image, which you can easily find on the internet.

You can also install FMCB yourself through the FMCB Installer on your PlayStation 2.

Once you have an FMCB image ready, the best way is to set it as your default boot image in the MemCard PRO Browser. This will ensure that whenever you turn on your PlayStation 2, FMCB will launch automatically.

In order to use OPL MMCE, you will first need an MMCE compatible build of OPL which you can fine here: https://github.com/ps2-mmce/Open-PS2-Loader/releases

Once you launch OPL with MMCE compatibility, follow the instructions below to enable it:

1. Enter the OPL options and scroll down to "MMCE Settings"
2. **MMCE Start Mode:** Set to "Auto"
3. **MMCE Slot:** Setting this to "Auto" will attempt to use Slot 1 first, and then Slot 2. If you have multiple MemCard PRO devices plugged in to both slots, you can select which slot will be used here

4. **IGR Bootcard:** This determines which slot the special IGR command will be sent to. IGR is functionality that allows you to return to the FMCB menu from inside a game with the press of a gamepad combo, usually L1 + R1 + L2 + R2 + Select + Start.
5. **MMCE Prefix Path:** This sets where on your microSD card the OPL folders will be created / read from. If you leave this empty, OPL will create all folders on the root of your microSD card.
6. **Advanced**
    1. **Wait Cycles after /ACK low:** We suggest setting this to "0" and only increase if you notice incompatibilities with games. Increasing this number will greatly affect read performance.
    2. **Use timeout alarms:** We suggest setting this option to "OFF". Turning on may increase compatibility but will affect read performance.
7. Select OK to return to the main menu
8. Save your settings
9. Press the "O" button to enter the OPL browser.
10. The first time you launch OPL with MMCE, if you have no files on your microSD card for OPL, it will create the required directories. From here on, you can copy files to your microSD card and start using OPL as you would use it with any other storage device.

Wireless Features

Introduction

The **MemCard PRO** can connect to your local wireless network and allow you to change its hardware settings and manage the card's state and storage remotely. In order to connect your MemCard PRO to your local wireless network for the first time, please follow the instructions below

Setup Instructions

- With a microSD card plugged in and the **MemCard PRO** connected to your console, power up your console and wait until the **MemCard PRO** shows the default screen on its display
- **Press and hold the left button** until a message to release it appears. This will bring up the device menu.
- By clicking the left button, change the selection cursor ＞ to the entry "Wifi Setup"
- Press the right button to confirm your selection.
- The **MemCard PRO Access Point** will start and instructions will be shown on the display of the device.
- Using a Computer or Mobile device (phone or tablet), bring up the Wireless Networks. You should see a new network available in your area, called **"MemCardPRO-(serial number)"**. Select it to connect to it.
- Once you select the **MemCard PRO** access point, it will ask you for a password. The password is **mcpadmin**
- Select OK or Connect. Your device should connect to the **MemCard PRO** access point.
- Open your default Web Browser, and navigate to the following URL: http://192.168.4.1
- You will be greeted by the WiFi Setup Wizard. Follow the instructions on your screen to complete the setup and connect your **MemCard PRO** to your wireless network
- On the final step the device will automatically restart after you click the button.
- After the card finishes restarting, a message will come up on the device: "**Connecting**". Once the connection is established, the display will switch to the normal view and the WiFi icon will change to light and solid bars, showing the signal strength.
- To access the WebUI, you need to find the **MemCard PRO'**s assigned IP address first. You can easily see this by pressing and holding down the left physical button on the **MemCard PRO** once again to access the menu. Scroll through the options as before, this time selecting the "WiFi" entry. Confirm with the right button.
- The display will show the **MemCard PRO's** assigned IP address. Note this down.
- Open a web browser on your phone, tablet or computer and navigate to **http://memcardpro** If you have multiple MemCard PRO devices on the same network, or if loading through the above URL fails, you will need to use the IP address directly to connect to the device. For example, if your MemCard PRO's IP address was **"192.168.1.230"**, open a web browser on a computer or mobile device, and type it in the address bar like **"http://192.168.1.230/"**
- If you did everything right, you should be looking at the home page of the MemCard PRO WebUI.

Some devices and especially phones will quickly disconnect from a WiFi network that provides no Internet connectivity. If your phone has a feature like this enabled, make sure you disable it prior to following the instructions above. Since the MemCard PRO doesn't provide Internet Access, your device will disconnect from it and default back to your normal WiFi network. Disabling this feature on your phone ensures that it will stay connected to the **MemCard PRO access point** until you finish your setup.

Once you have completed the MemCard PRO WiFi Setup, you can enable this feature again on your phone ir required.

The WebUI

After setting up the WiFi in the previous chapter, you should now be able to access the **WebUI.**

The WebUI allows you to do a couple of things that are not normally possible in any other way. You can:

- See the mounted VMC and Channel from any remote device
- Force-mount any VMC for either a PlayStation 1 or PlayStation 2 System
- Remotely browse your VMCs, download or rename them
- Change the device settings

The WebUI also allows you to perform a firmware update remotely, by checking for the latest version and informing you of a newer version than the one installed in your **MemCard PRO.**

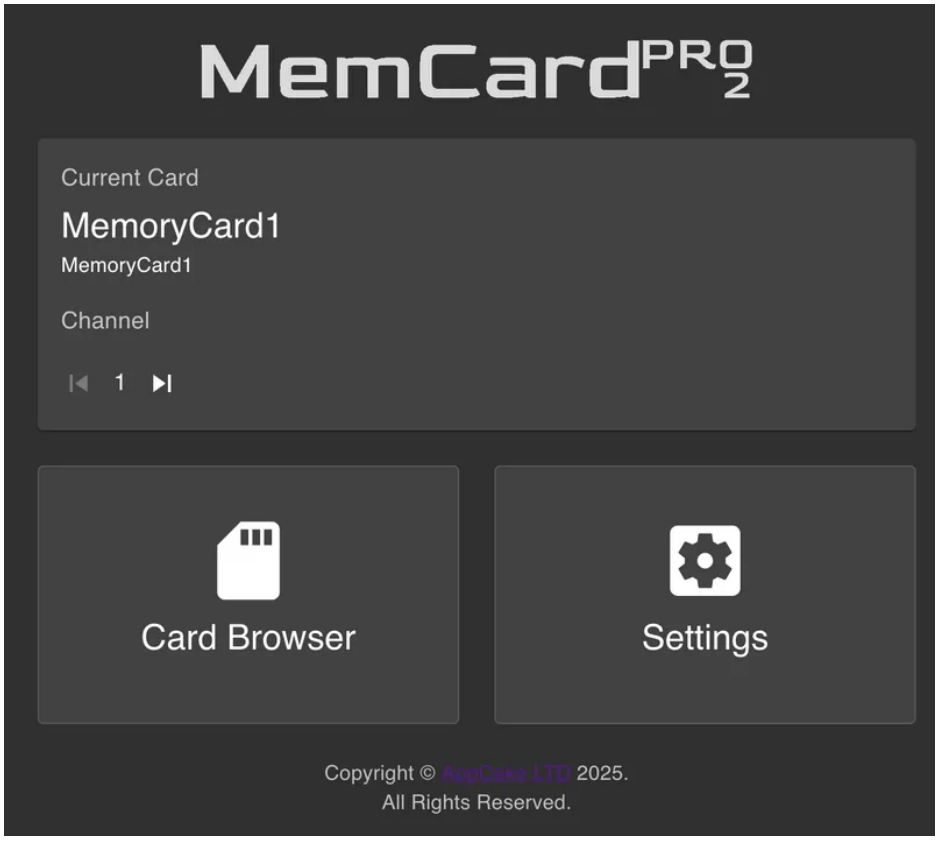
WebUI Home Page

The Home Page of the WebUI shows you information on the current VMC, and the game name if one was detected through the GameID System. It also allows you to change the current VMC channel with the click of a button.

On the top side, the card name or game name is displayed. In GameID mode, the unique GameID is also displayed below the card name.

The current channel is also displayed, and two arrow buttons next to it. Clicking the left or right buttons will switch to the previous / next channel accordingly.

There are also two buttons that allow you to navigate to the Card Browser and the Settings.



WebUI Settings Page

The WebUI Settings page allows you to change the **MemCard PRO** Basic and Advanced Configuration. The Available options and their functionality is described below, in the order they appear on the Settings page.

1. **Wi-Fi:** This toggle will enable or disable the WiFi Radio on the **MemCard PRO.** If you disable the toggle, the **MemCard PRO** will immediately disconnect from your WiFi network. You can turn it back on again from the device, by navigating to the "WiFi" option in the Menu.
2. **FTP Server:** This enables or disables the FTP server on the **MemCard PRO.** Once you enable this option, you will need to enter a username and a password that will be required to connect to the FTP Server. You can find more detailed instructions in the **Advanced Usage** section of this manual.
3. **Auto Cloud Backup:** This option enables or disables automatic Cloud Backups. Please note that you will need to Setup Cloud Backups on the device first before this setting has any effect. You can find detailed setup instructions in the **Advanced Usage** section of this manual.
4. **Use Template Cards:** This feature allows the MemCard PRO to use an assigned Virtual Memory Card as a template for every new card created. This feature is available on both PS1 and PS2 mode. You can find instructions in the **Advanced Usage** section of this manual.
5. **(PS1) Enable GameID Feature:** This enables or disables the GameID feature for PlayStation 1 Games. When this feature is disabled the **MemCard PRO** will not

switch to a game-specific VMC automatically. You can still use multiple VMCs, but you will need to operate switching to them manually

6. **(PS1) Load last card on power up:** Enabling this feature will allow the **MemCard PRO** to load the last memory card that was loaded the last time it was powered off. Disabling this feature will either make the MemCard PRO load your assigned "Boot Card" (more information in the "Browser" section) or "MemoryCard1" if none else is assigned.
7. **(PS1) Experimental: Increase wired signal strength:** This feature increases the signal strength to the PlayStation 1 port for data emitted from the MemCard PRO. This can be useful when used in conjunction with low-quality wired controllers, poorly shielded controller wire extensions or other peripherals like Guncons etc. **THIS FEATURE IS EXPERIMENTAL. USE AT YOUR OWN RISK.**
8. **(PS2) Always Boot into PS2 Mode:** This feature will make the MemCard PRO always boot into PS2 mode when it powers up. This feature can be useful if you play PlayStation 1 games on your PlayStation 2 console, as automatic GameID detection will only work on PlayStation 2 consoles when the MemCard PRO is in PS2 mode. **Disabling** this feature will make the MemCard PRO boot into the last mode it was in before the last time it was powered off. If you predominantly use the MemCard PRO with a PlayStation 1 console, you should have this option disabled.
9. **(PS2) Enable GameID Feature:** This option can enable or disable the automatic GameID detection. When this feature is disabled the **MemCard PRO** will not switch to a game-specific VMC automatically. You can still use multiple VMCs, but you will need to operate switching to them manually
10. **(PS2) Load last card on power up:** Enabling this feature will allow the **MemCard PRO** to load the last memory card that was loaded the last time it was powered off. Disabling this feature will either make the MemCard PRO load your assigned "Boot Card" (more information in the "Browser" section) or "MemoryCard1" if none else is assigned.
11. **Card Size:** This feature is only available for the PS2 mode. This allows you to select the default size to be used when the MemCard PRO creates a new Virtual Memory Card. While the 8MB option is strongly recommended, especially if you are using any of the advanced features, for maximum compatibility, the other available sizes are 16, 32, 64 or 128MB. **Please note that all sizes require a Class 10 A1+ microSD card to function correctly.**
12. **PS2 Device Type:** The MemCard PRO ships with this setting set to "Retail" by default. If you plan to use it on Developer, Arcade or Prototype hardware, you need to change this setting before it works with those consoles.
13. **Display Saver Mode:** Select from either "Dim" or "Turn Off". The MemCard PRO will either dim the display brightness, or completely turn off the OLED display after a time of 15 seconds of inactivity has passed. When there is activity again, the MemCard PRO OLED display will turn on again, until the next period of 15 seconds passes.
14. **Display Brightness:** This slider sets the display brightess for when the MemCard PRO display is active.
15. **Flip OLED Display:** This will flip the graphics on the OLED display 180 degrees. This option is useful so you the OLED display is readable depending on the orientation of your console.
16. **Firmware Version:** This displays the currently installed firmware version on your MemCard PRO. When an update is available, the button next to it will be enabled. Clicking the button will let the MemCard PRO download the latest version and apply it.

To save any changes made on this page, you need to click the "SAVE" button at the bottom of the page.